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MIDWAY

KICK-O-MAN™

The Fun and
Challenging
1 or 2 Player
Full Color
Video Game
featuring the
famous PAC-MAN™



VIDEO IS OUR GAME

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MIDWAY



**The fun and challenging
1 or 2 Player
Full Color Video
Game.**

An amusing treat...

Players will get a kick out of Kick-man... the high-swinging video recreation with colorful and special features, including musical sounds, that are sure to attract new and steady play-action.

A fun contest...

The action involves Kick-man, a clown acrobat who pedals a unicycle back and forth across the stage in an attempt to burst or catch different color balloons and other objects for score.

The player controls the movements and must position the clown in line with the randomly falling balloons, the PAC-MAN or monsters. The clown can also kick a missed balloon or object back up in the air for another chance. Should any balloon or object be missed and hit the stage floor, the Kick-man clown will fall off his unicycle and another unicycle will continue play. The player has three chances before the game is over.



The rack advances...

The game proceeds through many rack phases, depending upon the player's skill. In the first rack, which is made up of 16 falling balloons, the player moves and positions the Kick-man clown under each of the randomly falling balloons and tries to burst them with the pin in his hat for score.



Catching a full stack...

From the second rack on, there are 24 balloons, and depending upon the specific rack, PAC-MAN creatures and monsters. The object is to catch a stack of 3 balloons on the clown's head. As the full stack is reached, the clown pierces the balloons and tallies up the score.



Controlling the Kick-man...

The game control panel consists of two 'Kick' buttons and a rolling ball. The unicycle moves back and forth as the player spins the ball in the direction required to position the clown directly under the falling object. The faster the ball is spun, the faster the clown moves on his unicycle. A press of the 'Kick' button activates the clown's feet to kick the balloon or object back up, giving the player another chance to get under before it hits the ground.

Before play begins...

After pressing the 1 or 2 player user button for game credits, the first screen display tells the player that he can get directions on the object of Kick-man and how the game works by pressing the 'Kick' button. Each time the player has the 'Kick' button, additional information is displayed.



The PAC-MAN plays...

Four of the famous PAC-MAN creatures get into the game to help the player increase his score. When PAC-MAN descends and is caught, he gobbles up all of the balloons for immediate score and stays on the Kick-man clown's head taking the place of a balloon and requiring fewer balloons to be caught in order to count score.



Packed score values...

The balloons and the objects fall or drop at different speeds, and score is rated by the different color of balloons and the rate of fall.

Blue balloons fall the fastest.
Red balloons fall at medium rate.
Yellow balloons fall the slowest.

The rack identifiers...

Balloons and monsters displayed on the balloons to the left indicate the rack of play.



The PAC-MAN bonus scores...

The PAC-MAN will appear four times in the second rack, three times in the third rack, and two times in the fourth and every succeeding rack. The first PAC-MAN caught gives the player 100 bonus points. The second PAC-MAN is worth 500 bonus points, the third PAC-MAN is worth 800 bonus points, and the fourth PAC-MAN is given for 1000 bonus points. If the player collects all four PAC-MAN creatures and clears the entire rack, he earns an extra 1600 bonus points.

The challenge rack...

Balloons are tossed from the balconies and the Kick-man attempts to catch them on his head. Bombs are also tossed but must be avoided. The player is not penalized when Kick-man misses a balloon, but the challenge rack ends. All that is lost are the balloons collected.



**Kick-man is available in
3 Midway models...**

	Height	Width	Depth
Standard Arcade	70"	35"	31"
(178cm)	(94cm)	(80cm)	
Mini-Max™	58"	25"	24"
(147cm)	(64cm)	(60cm)	
Cocktail Table	39"	32"	32"
(103cm)	(80cm)	(85cm)	

Operator Assistance... Bright Up Front!

MIDWAY's pioneering electronic development—way ahead of its time—provides a completely new diagnostic package that's easy to use with just the flick of a switch inside the cash box door.



MIDWAY

Kick-man™



Self-Diagnostics—With the Self Test switch to the "ON" position, the "Tilt" switch is activated. The game will go into the Self-Test mode. First a cross hatch pattern will appear, next a series of color bands will show on the monitor followed by full monitor screens of single colors. If ROM or RAM are malfunctioning, the screen will give a written message as to which parts are faulty.



Sounds—During this test, the game will display the screen shown above. In this category, each of the game's separate sounds can be checked individually in any order or all sounds can be checked in sequence.

Complete detailed information is contained in the Midway Kick-man technical manual.

WARNING: Midway Mfg. Co. intends to assert its copyright and TM rights to this game against any infringement.



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The Self-Test Menu

SELECT DESIRED TEST

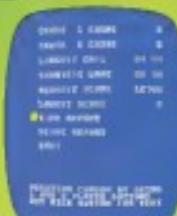
- 1 SELF DIAGNOSTICS
- 2 SOUNDS
- 3 PLAYER INPUT
- 4 BOOKKEEPING
- 5 MACHINE SETUP
- 6 CHANNEL TEST
- 7 PRESET
- 8 GRID DISPLAY

**POSITION CURSOR BY USING
1 AND 2 PLAYER BUTTONS
HIT KICK BUTTON FOR TEST**

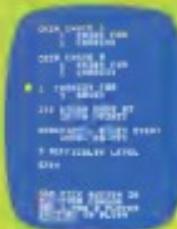
*Follow the instructions indicated
in the Self Test menu to conduct
the test desired.*



Player Input—This test enables the operator to check each of the player operated controls including the coin switches. A game sound is heard as each switch or device is tested to indicate operable condition.



Bookkeeping—This test, shown above, provides the operator with valuable information regarding the game play. With the selection of "TIME REPORT" and "SCORE REPORT", detailed breakdowns of game times and scores may be obtained.



Machine Setup—In this set-up the screen displays the way the game was set at the factory. However, the operator can change these options to suit his needs.

Channel Test—During this test, the game will automatically check its sound system starting with Channel 1 through Channel 6.

BETSON ENTERPRISES

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